Marius Spînu

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Personal objective

I work on improving myself everyday , with the purpose of making a big difference where or at what I'm functioning.

Education

- **Faculty of Computer Science „Alexandru Ioan Cuza ” University, Iași**

  BSc : 2014 - 2017

- **Colegiul Național „Mihail Kogălniceanu”, Galați**

  Mathematics– Computer Science, Intensively Computer Science: 2010 – 2014

Profesional Experience

- **FORTECH, Iași NOV 2017 - NOV 2018**

  Java Developer

- **MOVIAL, Iași JUL 2015 – AUG 2015**

  Android Developer Intern

  Responsible with developing an E-commerce app.

  My job was to implement an user-friendly interface of the products , a grid layout and make it responsive. The user could sort the products by category or by price. Each client had an account in which he could save the shopping cart in case of certain circumstances (the account could be a custom one , or based on that person's Facebook or Gmail profile). Each product had its own detailed page.

  Furthermore, the products were kept in an SQLite database and I used techniques like cursors or content providers to manipulate them.

  More than that, performance was a key aspect in this application so I had to implement caching techniques for graphical images , smooth scrolling and screen adaptation.

Skills

- **Java SE**
- **Java EE**
- **DB2**
- **SQL**
- **Android SDK**
- **Python**
- **Agile**
- **Svn**
- **Git**

Projects

Symptoms Checker:

Bachelor Project; Written in Python and Android. With Symptoms Checker I've created an utility tool for users to check which diseases they might manifest, based on their symptoms. I've used machine learning classifiers, and data gathering algorithms to predict the results. It is a client-server application; on the server side via a Restful Api the results are calculated (prediction using the classifiers), and in the Android app the predictions are shown to the user alongside useful suggestions that might improve the accuracy.

More information here : https://github.com/mariusdotspinu/SymptomsChecker

Car Announcements:

Java EE project, using Spring framework and others (Hibernate, Maven, Bootstrap…).

The main purpose of this project is to illustrate selling announcements of different cars.

More information here : https://github.com/mariusdotspinu/CarAnnouncements

Implementation of K-Means Algorithm :

• My version of K-Means algorithm for clustering written in C, works with a given space : D (R x D). Also contains a graphical representation of bi-dimensional data (points) using GNU plot library.

• The project was made during my Machine Learning class in senior year. This implementation was based on my interest in this field , and desire to strengthen my C programming technique.

• More information here :

https://github.com/mariusdotspinu/Machine-Learning/tree/master/K-Means_R_d

Audio Manager :

• The project was made for learning purposes , written in Java using swing library. My priority being that of learning to create an application that separates the view from the controller.

• A minimalist approach that contains :

- search for audio files in current selected directory (.mp3)

- viewing the list of audio files.

- playing an audio file.

• For more information : https://github.com/mariusdotspinu/Audio-Manager-GUI

FakeNoise :

• An ambitious project of mine, I've started working on it while I was learning the Android SDK. It's an entertaining app that plays different sounds while you're talking with someone on the phone, the purpose being the one of confusing the receiver regarding your current location or outgoing activity.

• The basic usage is that you start with a phone number , (either you add it manually or select one from your agenda), then the user assigns a "noise" to play, for whenever a phone call is established with that person. The app offers three main tabs : a list of numbers to "confuse", a grid full of noises and a log tab (history).

• The application is 90% completed with the only remaining priority being to build the engine that allows sounds to be played during calls as android does not support it natively.

• More information can be found here : https://github.com/mariusdotspinu/FakeNoise